

USER MODEL FOR INTERACTIVE TELEVISION SYSTEM

ABSTRACT

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A user model for interactive television systems organizes access devices into households, with each access device in a household being logical extensions of each other. Each household can have multiple user objects, with each user object having its own independent configuration of attributes and data.

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Other access devices (if any) in the household automatically receive the information of a new or reconfigured user object without any further action by the user. When a user adds a new access device to the household, the new access device automatically receives the user object information of user objects already existing in the household, without any further action by the user.

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